A Friendly Face

Scenario Supplement for *Philanthropy*

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Living Force Plot Director and Campaign Designer Morrie Mullins presents the latest in our monthly series of supplements to the campaign's newest scenarios. In "A Friendly Face," Yara Grugara, the host of "Eye of Culari n," brings us an exclusive interview with the mysterious alien Nirama, who's eager to present something of a . . . nicer image to the system. This supplement ties into the June Living Force scenario, *Philanthropy*, the first part of the "Below the Belt" trilogy.

This is Yara Grugara, reporting from - would you believe it? - a hidden base deep within the asteroid belt! Of all the places this reporter thought she might ever end up when she started working for "Eye on Culari n," this has got to be close to the bottom of the list. I mean, if you skip the possibility of being kidnapped by the Blood Velkurs or the Brotherhood or one of those awful pirate gangs and kept as a toy for one of their leaders, or maybe fed to some horrible creature for their amusement, it was just never a place this reporter expected to go. It's dark, and dingy, and - I've got to be honest here - simply not one of the most fashionable places to be. And if there is one thing this reporter strives for, it's fashion, fashion, fashion!

Every once in a while, though, there's an opportunity that no journalist worth her spice is going to pass up. What, Yara? Are you insane? What kind of opportunity would be so good that it would take you to a place populated by outlaws, ruffians, and several thousand smelly humanoids wearing last year's fashions? Well, someone said the magic word, my friends, the word that will take yours truly, Yara Grugara, anywhere in the galaxy.

Makeover.

That's right, friends and loved ones. I got a call, just yesterday morning, that the makeover to end all makeovers was about to take place in the belt, and would I like to cover it?

Would I like to cover it? As if you needed to ask! Yara Grugara is all over that like nerf-hide on a Jedi's seat cushion!

Hopping a transport with a rather grumpy Twi'lek and my camera crew, I was whisked off to parts unknown. Why unknown? Because if I told you, they'd probably kill me!

Oh, that's a joke -- don't worry about Yara. They just said that if I wanted the interview, I couldn't tell anyone where we went, so here I am, not telling you where we are, and here we are, getting ready for the makeover to end all makeovers. But it's not your standard makeover. I came in expecting all sorts of hair stylists and make-up consultants and racks and racks of the latest gear from Coruscant. There's lots of gear here, and some of it may even be from Coruscant, but I've got to tell you - it's much more along the lines of "hardware," if you know what I mean, and I think you might. And who is the object of the makeover? Why, that would be none other than Nirama himself.

Now, friends and loved ones, I'll be the first to admit that if ever there was a - well, whatever he is - in need of a makeover, it would have to be Nirama. I mean, how many times do you meet a four-eyed, three-armed, wrinkled-like-a-pui-hound-after-a-long-soak individual who is in charge of a major crime syndicate? But as I learned in my pre-interview briefing, there were going to be no cosmetic changes to Nirama's appearance. So what, I asked, is the deal with calling it a makeover? Why do you need Yara Grugara, of all people, in this dark, dank, dismal little cave?

The answer came when Nirama himself sat down across from me. Friends and loved ones, I don't know what's been going on in this individual's life, but he had some things to say that I found rather interesting, and I think you will, too.

***Head in the Clouds* Adventure Summary**
After various public relations debacles in the last year, it's time for the Smugglers' Confederation to put on a friendlier face. While the pirates remain an issue for them and for the system at large, Nirama, Len Markus, and Nadin Paal have collectively decided that it would be in the best interests of the Confederation to open up certain areas of the belt for exploration by those who enjoy such things. They need the heroes to go into one such area, to make sure things are safe for the kinds of folks likely to be interested in such matters. An adventure for **Living Force** heroes of levels 1 to 9. Part one in the "Below the Belt" Trilogy. Play before "Below the Belt" parts two and three.

YG: Um . . . well, hello! I must say, you are certainly . . . striking, in person.

N: Attempted sarcasm masquerading as a veiled allusion to my appearance and attempting to be clever will get you nowhere.

YG: Riiight. So, what brings you here today? Or, rather - what brings *me* here today?

N: You are here because there are many misconceptions about Nirama. These must be remedied.

YG: Of course. Lots of misconceptions. Why do you think Yara Grugara, popular host of "Eye on Cularin" and idol of millions who would surely miss her if anything were to happen to her, can do anything about that?

N: You are the queen of makeovers, are you not?

YG: Well, I've got to hand it to you, Nir - can I call you Nir?

N: Nirama. Please.

YG: Sure, Nir. I've got to hand it to you -- when you're right, you're right. I am the queen of makeovers.

N: Please, call me Nirama.

YG: Of course. So tell me, Nir - AMA! You thought I'd forget, didn't you? Tell me, what are those misconceptions that have you crinkling your forehead, and how can Yara help clear them up?

N: There are those who do not believe that Nirama has the best interests of Cularin at heart. They do not think Nirama values the people of Cularin. This is not true. Without the people of Cularin, there is no business here. With no business, there are no profits. With no profits, there is no reason to remain. The people of Cularin are good for Nirama.

YG: Did you know that when you talk really passionately about something, your top eyes blink faster than your bottom eyes?

N: What?

YG: Oh, it's your eyes. I mean, they're fascinating, but I would have thought they'd blink at the same time.

N: It is the lights. Leave me alone about my eyes. I want to talk about the people of Cularin, and how important they are to me.

YG: Of course. We all need our public, don't we?

N: Yes. A businessman must have those to whom he provides service. All aspects of the financial stability of the system must be considered in making decisions as to the ultimate good or ill of Cularin. We have long been part of the financial structure of the Cularin system. We do not lie or cheat. Not like the Metatheran Cartel.

YG: Well, oink-oink to them! I tell you what, my friends and viewers just can't stand those Caarites and those funny-looking Filordi. Not that all funny-looking aliens are bad, mind you. And not to imply that you're funny-looking, of course.

N: What are you babbling about?

YG: Just making things clear for the viewers at home.

N: Making things clear? You keep talking while I am trying to explain the delicate balance of power in the Cularin system, and how my smugglers help to maintain that balance by keeping all elements of the environment equivalent to the best of our ability!

YG: Riiight . . . and that whole Trade Federation thing on Naboo was really the doings of some Sith Lord, and not just those dumb Neimoidians being greedy.

N: What are you talking about -- Naboo? Sith? We are talking about Cularin!

YG: Temper, temper, Nir. Just because you're a crime lord, doesn't mean you can get all uppity with Yara Grugara.

N: My name is Nirama, you bleach-headed idiot! Nirama! I am one of the single most powerful non-Jedi in this system, I am trying to talk to you about what I do, and you blather about my eyes -

YG: They're doing it again, you know. That's so strange, one set blinking faster than the other.

N: Gaah! You are no journalist! You are a vapid, inane, womprat-breeding joke!

YG: What does "vapid" mean?

N: This interview is over.

Yara was returned to Cularin, confused but unharmed. The interview with Nirama aired three times a day for the next week, and has provided endless fodder for commentators and comedians throughout Cularin - at Yara's expense, of course. No one with half a brain jokes about Nirama.